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# sonic the comic

starring SONIC THE HEDGEHOG™

## CATCH GOLD FEVER!

STC'S 50TH GLITTERING ISSUE!

## FREE!

STC G.A.S.* TATTOOS!

*GOLD AND SILVER!

FREE GIFT MISSING?
ALERT YOUR NEWSAGENT NOW!

BONUS

SONIC & TAILS PIN-UP!

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# CONTROL Zone

**Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.**

## Welcome Screen

Hey, Boomers!

It's that time of the year when a young hume's fancy turns to the U.K.'s official Sega comic. Quite right too. This issue sees that heroic hedgehog face some fast and furious action in the first part of **Count Down to Disaster.** The **Shinobi** secret is out in **Power of the Elements**! It's shake 'n' mac time for **Tails** ... And all is far from ship-shape with **Captain Plunder and His Sky Pirates.**

Question: What's 50, is covered in tattoos and has never looked better? No, not the humes-who-think-they're-in-charge (they're definitely not wearing as well!). Why it's your super, Sega-sational *STC* of course! Prepare for gold in a fortnight with our clucking good Easter issue, which also happens to be *STC*'s **50th Golden Edition**! Some things just get better with age!

Megadroid

## SONY PYSGNOSIS COMPO RESULTS!

Mersey mania gripped the office as wannabe liverbirds sent in entries for the competition: **Win A VIP Day In Liverpool**, courtesy of world famous software house Sony Psygnosis (see issue 42). All you had to do was answer the following three questions:-

Q: Who does Flink have to tackle to save his land?
A: Wizard Wainwright.

Q: Psygnosis has produced many top-selling games over the years. Can you name them (any format)?.
A: Lemmings, Puggsy, Whiz 'n' Liz (to name but a few).

Q: Name the famous river that flows through Liverpool.
A: The Mersey.

The prize-winning entrants who gave the correct answers were plucked from a cobweb ladened pair of Kenny Dalglish's shorts (oh, ask your mum or your dad!).

**THE WINNER:**

**B. Tucker, Reading, Berks.**

- plus a friend/parent will be treated to an all expenses paid VIP Day at Sony Psygnosis headquarters in Liverpool! You'll get to see how games are made and you'll meet the makers of that great adventure game **Flink**. You'll also be given lunch, refreshments, a goody bag *and* a special copy of **Flink** for the Mega Drive. Congratulations!

**2ND PRIZE WINNERS:**
will each receive a copy of **Flink** for the Mega Drive.

G. Cocker, Filey, Scarborough.
J. Cooper, Hull, Humberside.
R. Greaterix, Macclesfield, Cheshire.
A. Green, Bury St. Edmunds.
S. Mealing, Warrington, Cheshire.

**A LORRA LORRA RUNNERS-UP:**
will each receive a full colour **Flink** poster.

Anon, Bury St. Edmunds.
A. Atkins, Gillingham, Kent.
G. Ayris, Kidlington, Oxon.
C. Bell, Newport, Wales.
D. Bennett, Stafford, Staffs.
O. Bilby, Paignton, Devon.
C. Boxall, Hastlemere, Surrey.
P. Brown, Stoke on Trent, Staffs.
G. Carmichael, Glasgow, Scotland.
H. Caffyn, Littlehampton, Sussex.
H. Dannatt, Mold, Wales.
L. Dickinson, Batley, W Yorks.
I. Divers, Glasgow, Scotland.
J. Dobinson, Kirkby, Liverpool.
R. Duckworth, Burnley, Lancs.
T. Ellis, Cirencester, Glos.
P. Faller, Haxby, Yorks.
J.P. Gill, Wallasey, Merseyside.
A. Glennan, Bradford, W Yorks.
C. Green, Bury St Ed., Suffolk.
S. Griggs-Trevarthen, Devon.
D. Guile, Leeds, W Yorks.
B. Halling, Putnoe, Bedford.
O. Harris, Wokingham, Berks.
J. Hicks, Braintree, Essex.
J. Holland, Burnley, Lancs.
I. House, Pontypool, Wales.
R. Irwin, Co. Limerick, Ireland.
C. Jones, Formby, Merseyside.
J. Kelly, Beckenham, Kent.
J. King, Binley Woods, Coventry.
D. Law, Holt Heath, Worcs.
D. Longley, Doncaster, S Yorks.
D. Lyons, Aylesbury, Bucks.
P. Mangon, Dublin, Ireland.
A. Mather, Stoughton, Leics.
J. Payne, Eastbourne, E Sussex.
D. Potter, Littleover, Derby.
I. Petch, Driffield, York.
A. Scorney, Leyland, Preston.
D. Sigley, Crewe, Cheshire.
A. Sim, Aberdeen, Scotland.
R. Skuse, Hartcliffe, Bristol.
D. Smart, Douglas, Isle of Man.
J. Speak, Drighlington, Nr Bradford.
J. Stokes, Eirth, Kent.
L. Sullivan, Batley, W Yorks.
A. Wilson, Nuneaton, Warks.
C. White, Aberdeen, Scotland.
T. Woods, Totnes, Devon.

**Congratulations and watch out for further megatastic competitions in future issues of *STC*.**


- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Nigel Kitching
- **Publisher:** Rob McMenemy

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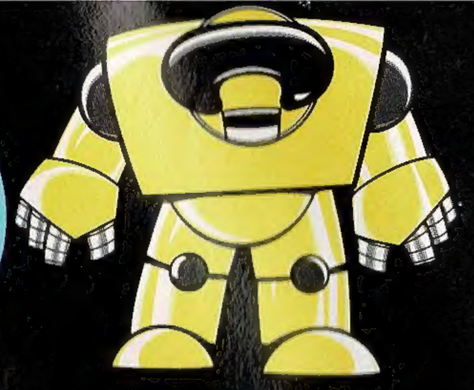


## The Sega Charts

**All the chart action for all the Sega systems - in every issue of STC.**

up · down · non mover · re-entry · new entry

CHARTS COMPILED BY GALLUP

### MEGA DRIVE

| | | |
|---|---|---|
| 1 | = | FIFA SOCCER '95 |
| 2 | = | MICRO MACHINES 2 |
| 3 | = | THE LION KING |
| 4 | RE | SONIC & KNUCKLES |
| 5 | ↓ | PGA TOUR GOLF 3 |
| 6 | ↓ | CANNON FODDER |
| 7 | RE | URBAN STRIKE |
| 8 | = | ETERNAL CHAMPIONS |
| 9 | RE | MICRO MACHINES |
| 10 | ↓ | JIMMY WHITE'S WHIRLWIND SNOOKER |

### MEGA-CD

| | | |
|---|---|---|
| 1 | new | SPIDER-MAN V KINGPIN |
| 2 | ↓ | FIFA INTERNATIONAL SOCCER |
| 3 | ↓ | WWF RAGE IN THE CAGE |
| 4 | RE | SONIC CD |
| 5 | ↑ | REBEL ASSAULT |
| 6 | ↓ | NOVA STORM |
| 7 | ↓ | ECCO THE DOLPHIN |
| 8 | RE | PRINCE OF PERSIA |
| 9 | new | SNATCHER |
| 10 | ↓ | THUNDERHAWK |

### MASTER SYSTEM

| | | |
|---|---|---|
| 1 | ↑ | DONALD DUCK |
| 2 | = | SONIC CHAOS |
| 3 | ↑ | DESERT SPEED TRAP |
| 4 | ↓ | ROBOCOP V TERMINATOR |
| 5 | ↑ | DESERT STRIKE |
| 6 | ↓ | SONIC THE HEDGEHOG 2 |
| 7 | ↑ | THE LION KING |
| 8 | ↓ | JUNGLE BOOK |
| 9 | RE | PGA TOUR GOLF |
| 10 | = | COOL SPOT |

### GAME GEAR

| | | |
|---|---|---|
| 1 | = | SONIC THE HEDGEHOG 2 |
| 2 | ↑ | SONIC CHAOS |
| 3 | = | THE LION KING |
| 4 | new | JAMES POND 2 - ROBOCOD |
| 5 | ↓ | SUPER OFF ROAD |
| 6 | = | WORLD CLASS LEADERBOARD |
| 7 | ↓ | TAZ-MANIA |
| 8 | RE | BATMAN RETURNS |
| 9 | new | MORTAL KOMBAT 2 |
| 10 | RE | POWER RANGERS |

# SONIC THE HEDGEHOG™

## Count Down to Disaster PART 2

Script: NIGEL KITCHING
Art: RICHARD ELSON
Lettering: ELLIE de' VILLE

THE FLOATING ISLAND, SOMEWHERE ABOVE MOBIUS.

INSIDE KNUCKLE'S EMERALD CHAMBER THERE'S AN UNINVITED GUEST!

I DON'T GET IT, SONIC! THAT BADNIK LOOKS LIKE YOU!

I AM METALLIX ... THE METAL SONIC! I HAVE COME FOR THE MASTER EMERALD!

THIS MAKES NO SENSE! THAT SCRAPHEAP IS SUPPOSED TO BE DEAD!

I THINK YOU FORGOT TO TELL HIM THAT!

FOLLOW ME ... IF YOU DARE!

HE'S TELEPORTING OUT, WITH THE MASTER EMERALD! LET'S GO, RED!

THAT'S KNUCKLES TO YOU, SPIKES!

SPECIAL NOTE : FOR THE LAST APPEARANCE OF METALLIX SEE 'THE SONIC TERMINATOR' IN STC NOS. 24 TO 28 – MEGADROID.

SECONDS LATER—

THIS LOOKS LIKE THE SKY SANCTUARY ZONE!

HEY... WHAT'S METALLIX DOING WITH THE MASTER EMERALD?

SKEEEEEEEE

I CAN ABSORB ENERGY DIRECTLY FROM THE MASTER EMERALD! WITH ITS AWESOME POWER, DESTROYING YOU WILL BE AS EASY AS STEPPING ON AN ANT!

KICK

METALLIX ISN'T KIDDING AROUND... KNUCKLES IS OUT COLD!

AND NOW, SONIC, I WILL HAVE MY REVENGE!

REVENGE FOR THE DEATH OF MY BROTHER!

YOUR BROTH...?

ARGGGGH!

CORRECT, SONIC, THE METALLIX YOU DESTROYED WAS ONLY ONE OF AN *ELITE BROTHERHOOD* OF BADNIKS!

OOF!

HOOSH!

YEAH? WELL, I'LL TAKE CARE OF YOU JUST LIKE I DID YOUR 'BROTHER'...

...TRY A LITTLE SONIC SPEED, PAL!

YOUR SPEED MEANS NOTHING TO ME!

KRAK

GAAKK!

MY CENTRAL PROCESSOR IS NEXT GENERATION TECHNOLOGY... I AM MORE THAN YOUR EQUAL!

UGH! I SEE WHAT YOU MEAN!

ENERGY LEVEL RUNNING AT 15%. I MUST RETURN TO THE MASTER EMERALD FOR RECHARGING!

INCREDIBLE, METALLIX'S BLOW HAS KNOCKED ME CLEAN ACROSS TO THE MASTER EMERALD!

WATCH THIS, BUDDY! YOU'RE NOT THE ONLY ONE WHO CAN GET A BUZZ OFF THIS THING!

SKEEE

MEANWHILE, ON THE **DEATH EGG**.

I DON'T KNOW HOW TO TELL YOU THIS, GREAT ROBOTNIK... BUT WE'VE LOST CONTACT WITH METALLIX!

WHAT DO YOU MEAN, GRIMER? YOU SNIVELLING INCOMPETENT!

I SHOULD NEVER HAVE ALLOWED METALLIX TO BATTLE THAT ACCURSED HEDGE-HOG... I SHOULD HAVE MADE HIM BRING THE MASTER EMERALD STRAIGHT TO ME!

DO SOMETHING, GRIMER! WITHOUT THE MASTER EMERALD WE CAN ***NEVER*** HOPE TO LAUNCH THE DEATH EGG!

WE'RE IN LUCK, DOCTOR ROBOTNIK! THE MASTER EMERALD APPEARS TO HAVE ALREADY BEEN PLACED ON THE ***TELEPORTER*** DEVICE...

HUH? THAT LOOKS A LOT LIKE METALLIX'S HEAD...

SONIC?

RARGHH! SO YOU FINALLY WOKE UP, DID YOU?

YOU SHOULDN'T HAVE BOTHERED, NOW I'M GOING TO PUT YOU TO SLEEP AGAIN! BUT PERMANENTLY!

KRAKK!

ARGGGH!

WHEN I'M THROUGH WITH YOU THE ONLY THING LEFT...

...IS GOING TO BE A RED PUDDLE!

I'M GOING TO... GOING TO...

KNUCKLES! WHAT'S HAPPENING? ARE YOU ALL RIGHT?

SURE...

WHEN I'M SUPER SONIC I CAN'T CONTROL MY-SELF, I'M ...

NEVER MIND ALL THAT, SONIC. LOOK! THE MASTER EMERALD... IT'S GONE!

WITHOUT ITS POWER, THE SKY SANCTUARY IS *FALLING APART!*

WE'VE GOT TO TRY TO ACTIVATE THE TELEPORTER! IT'S THE ONLY WAY BACK TO THE FLOATING ISLAND!

SONIC, DO YOU HEAR THAT NOISE? IS IT THUNDER?

THAT'S NO STORM, BUDDY!

BUT WHATEVER IT IS, IT'S BIG AND IT'S HEADING OUR WAY!

NEXT ISSUE: *DISASTER STRIKES!*

# REVIEW Zone

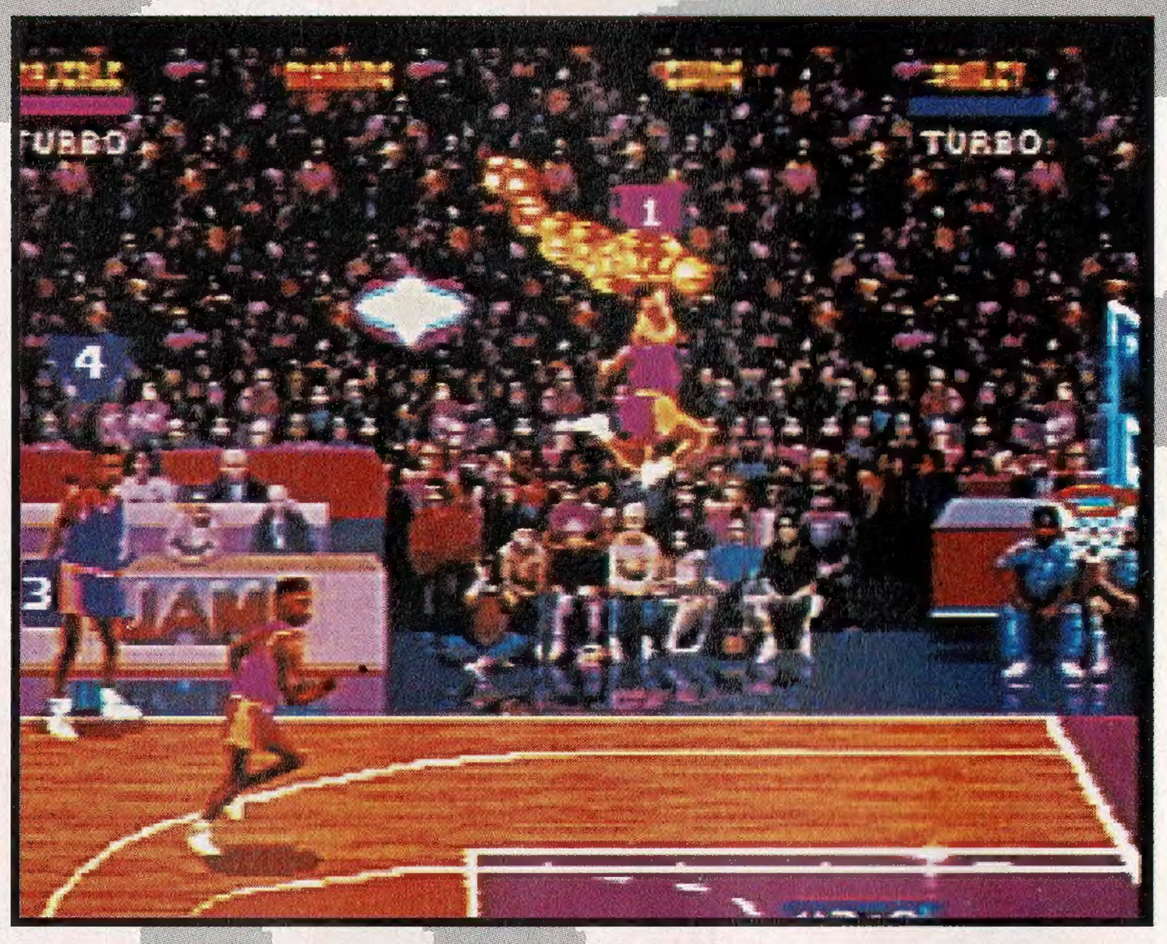
*Enter the zone that brings you reviews of all the new releases for the Sega game systems.*
*Reviewers:*
**Jenny Fromer & David Gibbon**

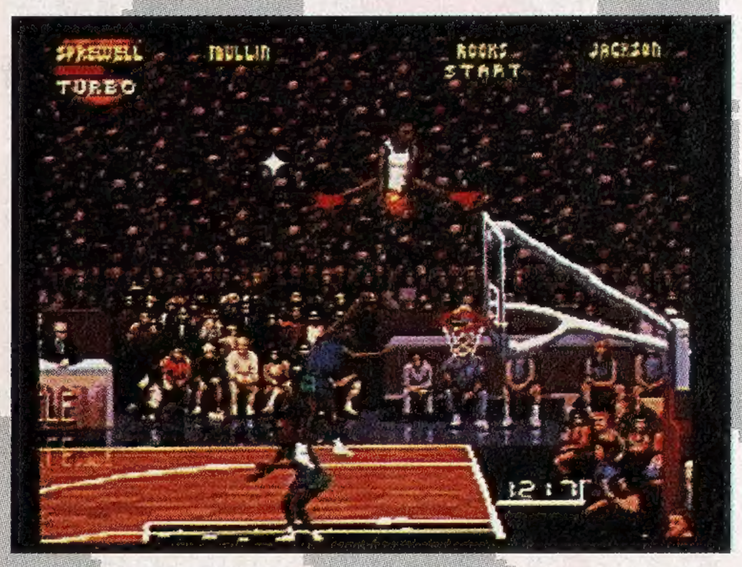
**RATING SYSTEM**
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

# NBA JAM TOURNAMENT EDITION

MD
Mega Drive

game type: SPORTS
1-4 PLAYERS

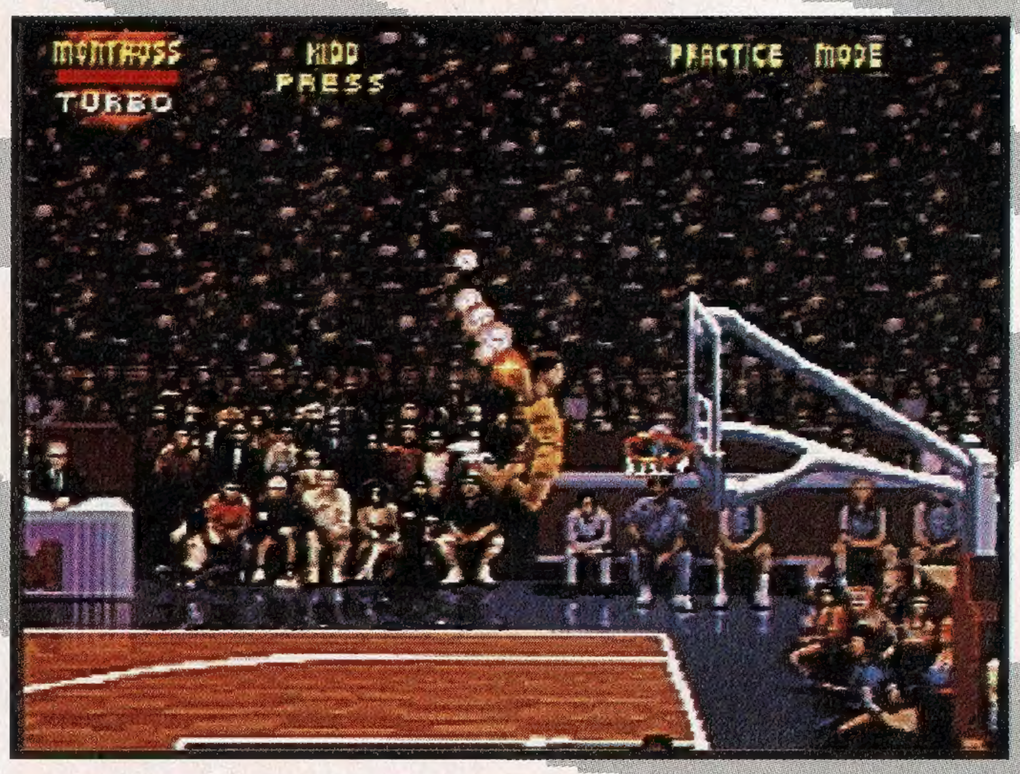



*NBA Jam* was one of the most successful games of last year selling over four million copies. **NBA Jam Tournament Edition** is similar to the original, but includes a number of enhancements that make this a worthy sequel.

For starters you get nine additional dunks. Dunks (no, it's not rude!) for those who don't know, occur when the player leaps higher than your average high jumper, and performs a spectacular move before slamming the ball into the basket. The cameras are still there to take a picture during those flashy moments! The running commentary remains clear and includes many more phrases. In fact, the game hardly goes by a second without something being said!

**NBA Jam Tournament Edition** features twice the number of NBA players plus 'secret characters' which can only be used with a special cheat. This adds to the fun and overall life span of the game. The animation is much more slick than the original and brand new features include a complete NBA tournament, Hot Spots and Super Jam Power-Ups. Hots Spots appear at random times in the arena and when a player shoots while standing on one, they can gain up to five extra bonus points. Power-Ups, as in a platform game, appear as collectables to improve your performance and range from increasing your speed to giving you bombs which are handy for flattening everyone on court!




**NBA Jam Tournament Edition** has all-round improvements, new features and increased excitement. If you have an adaptor you can use the four-player option, but the two-player mode is still there making gameplay more fun. The perfect excuse to get your pals round for a jamming session! - DG

## FAST FAX

PUBLISHER: ACCLAIM
PRICE: £49.99

GRAPHICS 92
SOUND 90
PLAYABILITY 93

**RAVES**
Best basketball game available!

**GRAVES**
Basically same as the original.

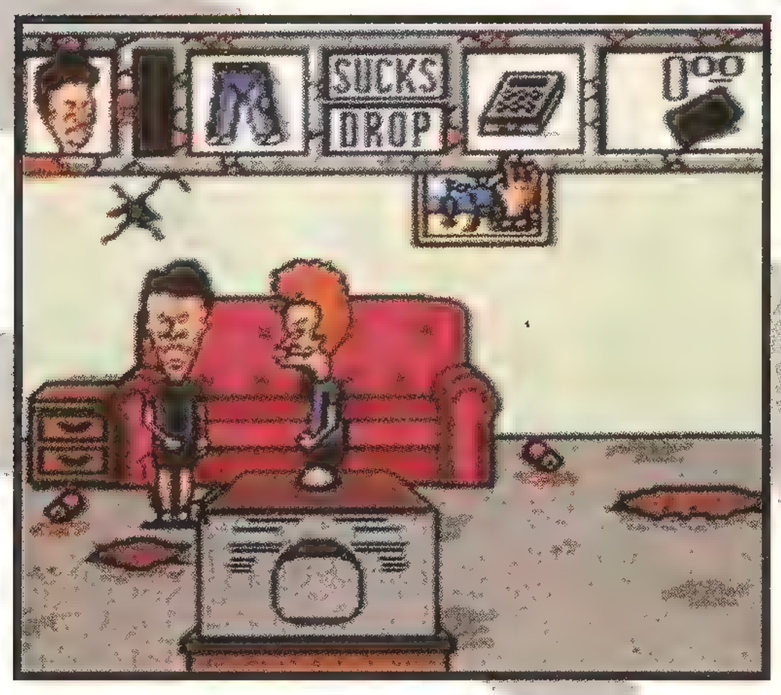
OVERALL 91%

# BEAVIS AND BUTT-HEAD

MD
Mega Drive

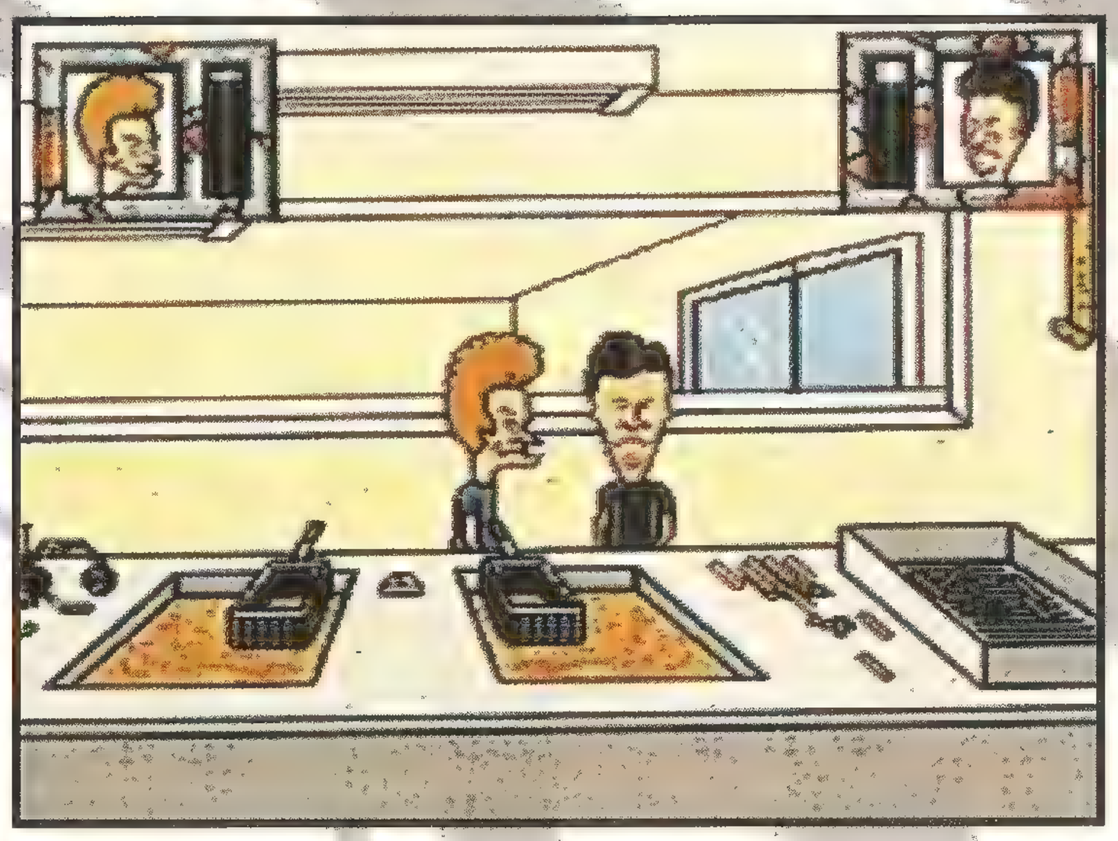
game type: ACTION ADVENTURE
1-2 PLAYERS

WARNING THIS GAME IS NOT SUITABLE FOR YOUNGER READERS
CHECK RATING BEFORE YOU BUY



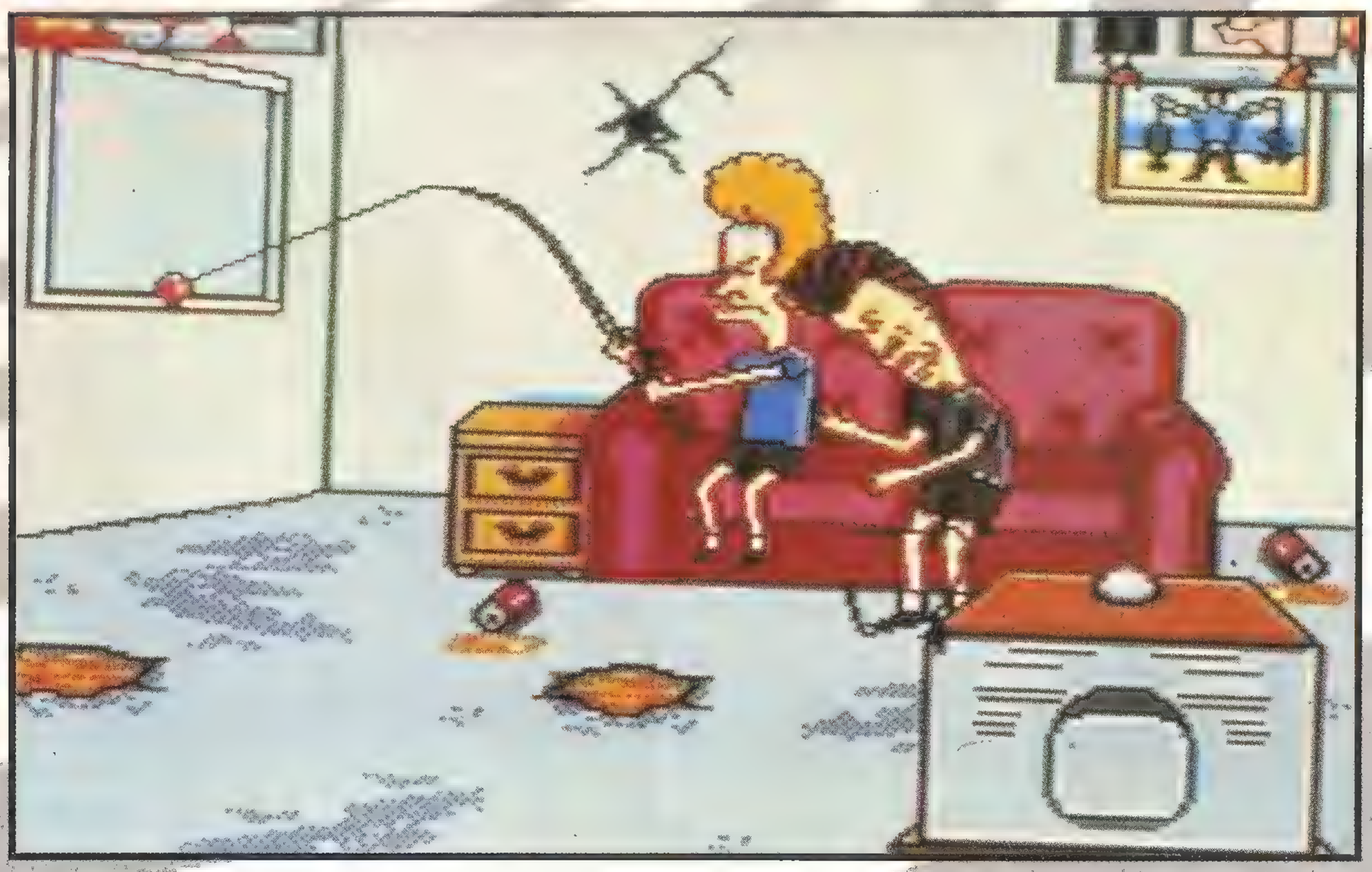

Beavis and Butt-Head, stars of MTV's cult cartoon, have come to the Mega Drive and brought their air guitars with them. As fans of the show will know, the un-dynamic duo exist to hang out in the suburban world of shopping malls and burger joints. In this adventure the pair have major problems as the neighbour's pooch has chewed their tickets to see the most excellent GWAR in concert. As Beavis, Butt-Head or both you must find the nine ticket pieces.

Playing **Beavis and Butt-Head** is much like watching the cartoon. The basic line drawings have been carefully reproduced and there are a range of familiar sound-bites. The game itself is basically a side-on view role-playing adventure. Beavis and Butt-Head begin with their own built-in weapons (less said here the better) which they later replace with more serious hardware. Your search takes you over six locations, accessible only by channel-surfing, and winds up at the GWAR concert.



The best thing about **Beavis and Butt-Head** is the puzzle element which forces you to think as they do. A good tip to follow is not to do the expected, just the most disgusting thing. For instance, there is a use for the dead rat! The two player mode is by far the most fun as both characters can easily be operated simultaneously and they work well as a team. Sensibly there is a password option which keeps the game flowing.

On the down side, the game is just a bit too short. Experienced game-players should get through this fairly quickly and everyone will get a bit frustrated with constantly returning to the same places. That said, after I stopped being "grossed out" by the characters, I found that **Beavis and Butt-Head** was a serious challenge which kept me interested throughout. - JF



FAST FAX

PUBLISHER VIACOM
PRICE TBA

GRAPHICS 84
SOUND 80
PLAYABILITY 85

RAVES: Cool, hun, huh!
GRAVES: Too short.

OVERALL 83%

S.T.C.

Star Pin-Up

# SONIC AND TAILS!

# Shinobi

## Power Of The Elements Part 4

Script: ALAN McKENZIE Art: JON HAWARD Lettering: TOM FRAME

JOE MUSASHI, THE SHINOBI, HAS JOINED FORCES WITH THE ROOF-WORLDERS, THE DESTITUTE WHO LIVE ON THE ROOFTOPS OF TOKYO, TO DEFEAT THE INVADING YAKUZA, LED BY HIS DEADLY ENEMIES, THE FOUR ELEMENTS.

SO, MUSASHI. YOU HAVE FOUND NEW ALLIES. IT WILL DO YOU NO GOOD. YOU AND THE OLD MAN ARE HOPELESSLY OUTNUMBERED.

YOU CANNOT HOPE TO PREVAIL AGAINST THE POWER OF THE ELEMENTS, WORKING IN HARMONY.

KRAKOOM!

YOU SEE? EARTH'S EARTHQUAKE POWER THROWS YOU OFF-BALANCE. YOU ARE OPEN TO MY ATTACK.

UNGFF!

WOMAN....

...YOUR WORDS TIRE ME!

BE SILENT!

PUT AWAY THAT TOOTHPICK, LITTLE MAN. IT IS USELESS AGAINST ME.

KIIIAAA!

KLNNGG!

WHAPP!

AGHHH!

TWO OF US AGAINST THE OLD MAN. . .IT HARDLY SEEMS FAIR.

I AGREE. . .

YOUR CLUMSY ATTACKS, EVEN YOUR FANCY POWERS, CANNOT HARM ME.

HOWEVER. . .

YOU LEAVE YOUR **ACUPRESSURE POINTS** OPEN TO MY ATTACK!

WHAT HAVE YOU DONE TO HIM, OLD MAN?

I SIMPLY BLOCKED ONE OF HIS **NERVE PATHWAYS**. SIMPLE TO REMEDY. . .IF YOU HAVE THE KNOWLEDGE.

THEN **REMEDY** HIM. . .

OR YOU WILL SUFFER PAIN LIKE NO MAN HAS EVER SUFFERED.

YOU ARE A WORTHY FOE, MUSASHI. I GIVE YOU THIS ONE CHANCE.

RETURN WITH US AND ANSWER **OYABUN*** MITSUGI'S QUESTIONS AND WE WILL LET THE ROOF-WORLDERS GO IN PEACE.

NEVER.

*YAKUZA TERM FOR BOSS — MEGADROID.

SO BE IT!

WHAP!

WHFFF!

FOOL! MINE IS THE POWER OF THE EARTH.

YOU CANNOT MOVE ME ANY MORE THAN YOU CAN MOVE A MOUNTAIN. . .

THERE IS MORE THAN **ONE** WAY TO MOVE A MOUNTAIN!

AHHKK!

PFFFT!

MY EYES. . . WHAT DID YOU. . .

JON HAWARD

A HUMBLE MAGNESIUM PELLET... ONE ELEMENT TO FIGHT ANOTHER!

WHAKK!

YOU INSECT! I'LL KILL YOU FOR THIS!

YAAAAAAAAA—

THOOM!

FALL BACK! FALL BACK!

BACK TO THE MITSUGI CASINO.

EEARGH!

KOTOMI-SENSEI!

NEXT ISSUE: IN BATTLE JOINED!

# Graphic Zone

Here's a selection of egg-cellent Easter drawings. Each artist-Boomer will receive an original Sonic badge, first seen in *STC* issue 2.

*How d'you like your eggs? Beaten or scrambled?*

↑ Anon. Please send name and address details. Sonic Badge Winner.

*Hard-boiled Hedgehog!*

↑ Adam Gado, Redcar, Cleveland. MS/MD owner. Sonic Badge Winner.

*Two eggs are better than one.*

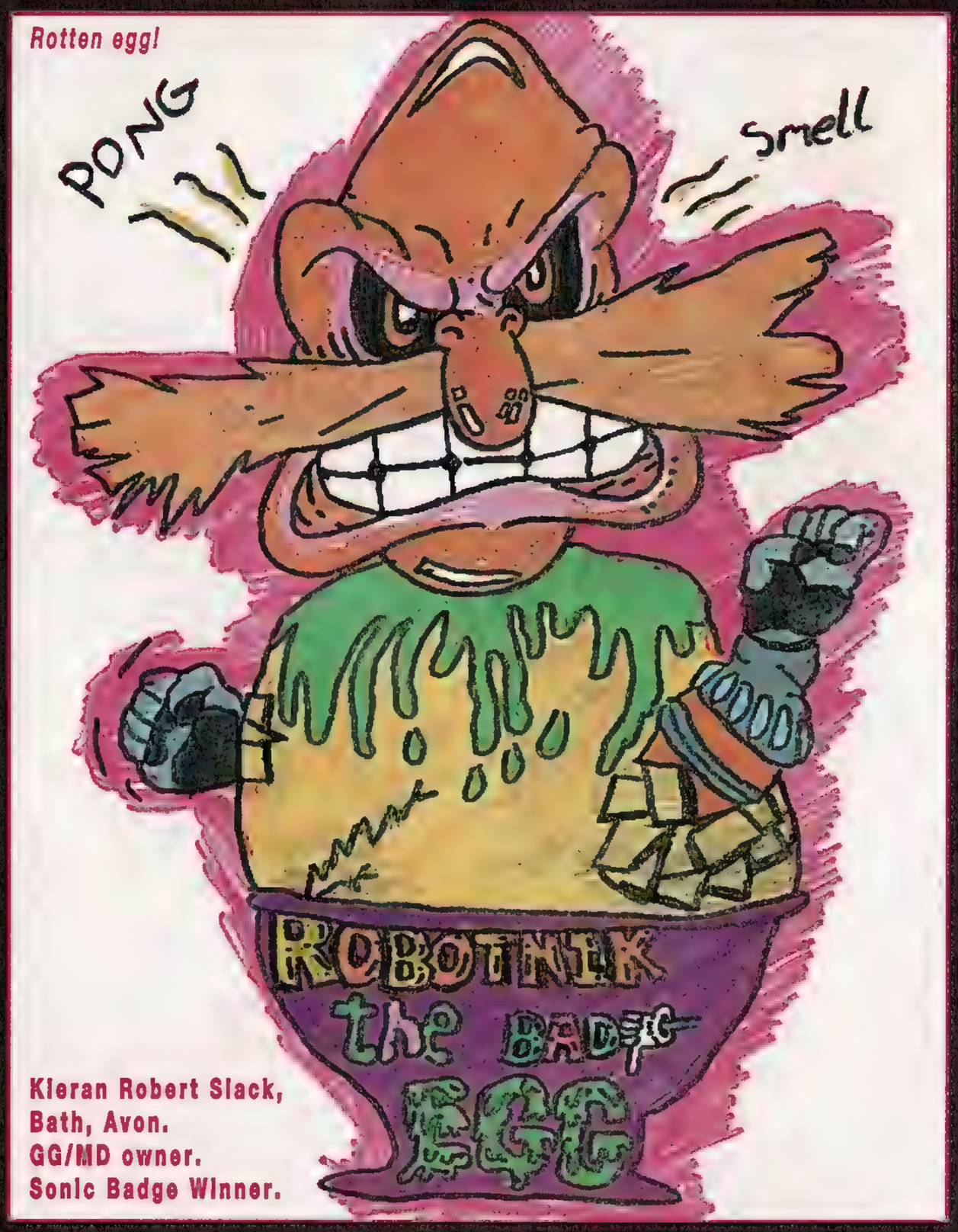
↑ Master Darren Lines, Hemel Hempstead, Herts. Sonic Badge Winner.

*Tails' Amazing Technicolour egg-shell!*

Allison Hedley, Rowlands Gill, Tyne & Wear. Sonic Badge Winner.

Hannah Jones, Bicester,
Oxon. MD owner.
Sonic Badge Winner.

↑ Adam Hashr Torquay, Devon, MS owner.
Sonic Badge Winner.




Kieran Robert Slack,
Bath, Avon.
GG/MD owner.
Sonic Badge Winner.

To help get your handywork selected in future *Graphic Zones*, please take note of the following tips:-

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

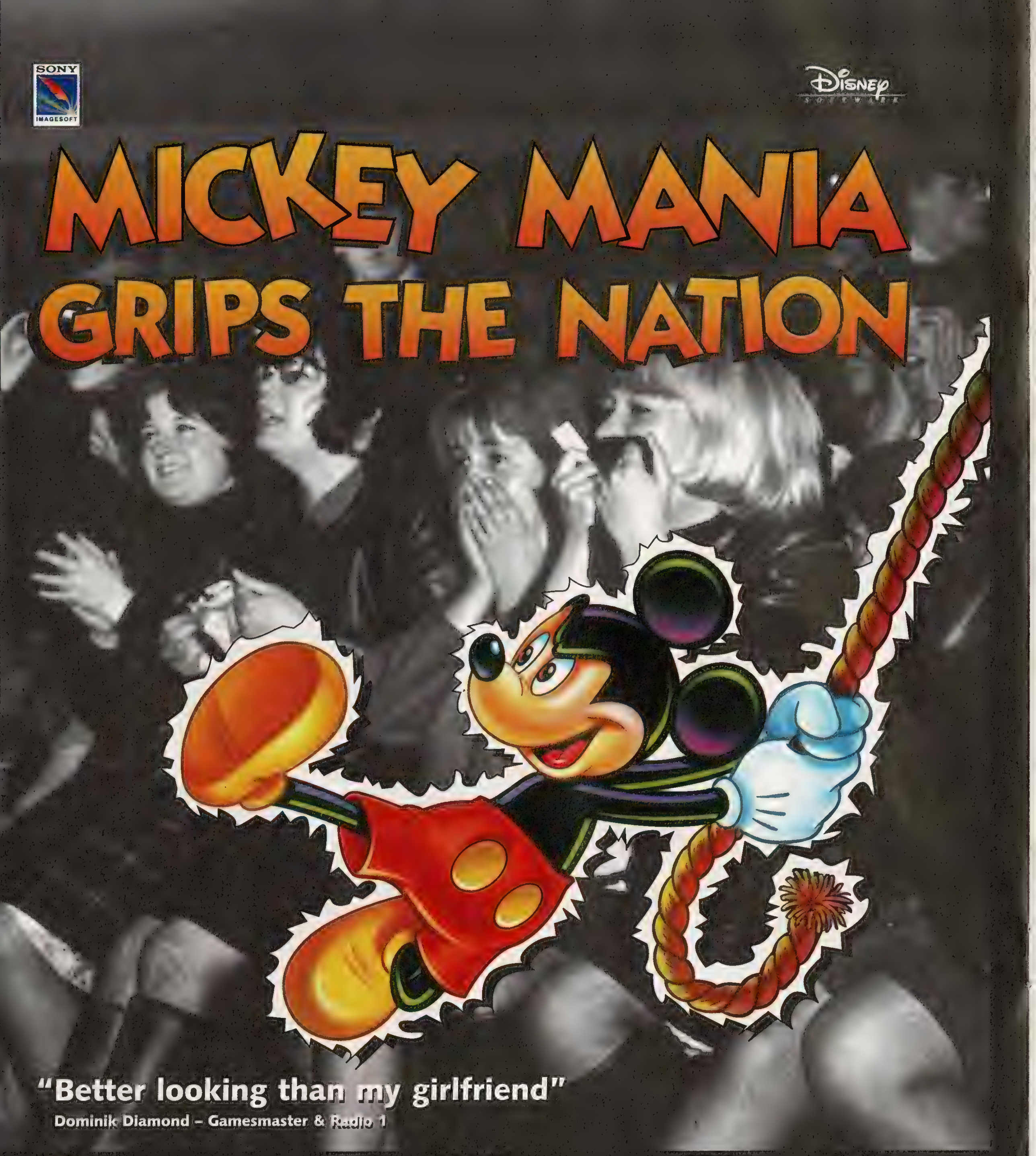
* Be original and don't copy pictures from the comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

SONY IMAGESOFT

Disney SOFTWARE

# MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"

Dominik Diamond – Gamesmaster & Radio 1

**90%** MEGA

**90%** SEGA POWER

**90%** C&VG

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

MEGA-CD

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# Tails in ZONERUNNER & THE BIG FREEZE PART 3

Script:
MARK EYLES

Art:
ROBERTO CORONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER

DEEP BENEATH THE CHEMICAL PLANT ZONE TAILS HAS JUST BEEN REUNITED WITH SAB, THE LEADER OF THE FLOCK.

YOU TRIED TO KILL US, SOL. I SAW YOU OUTSIDE OUR HEADQUARTERS WHEN THE BOMB WENT OFF. I THOUGHT IT HAD KILLED YOU.

THAT BOMB WAS NOTHING TO DO WITH ME, SAB. WOULD I HAVE BEEN NEAR THE PLACE IF I'D KNOWN ABOUT IT?

WHAT CAN I SAY? I WAS COMING TO REJOIN THE FLOCK. I'M NOT GONNA WORK FOR NUTZAN BOLT ANY MORE.

WHAT DO YOU THINK, ZONERUNNER? YOU'RE A SHREWD JUDGE OF CHARACTER

HUH... I AM? OH YES. WELL, I ...ER... BELIEVE HIM

THAT'S GOOD ENOUGH FOR ME, ZONERUNNER. WELCOME BACK, SOL

GOOD TO BE BACK, SAB. NOW, HOW DID YOU ESCAPE FROM THAT BOMB?

ER... CAN'T YOU JUST CALL ME *TAILS?*

"I WAS PROGRAMMING THE FLOATER DRONE TO COLLECT ZONERUNNER, SOL. THE REST OF THE FLOCK WERE ALREADY IN A SECRET TUNNEL."

HURRY UP SAB.

ZONERUNNER, I'VE PROGRAMMED THIS FLOATER DRONE TO COME AND GET YOU

"THE FORCE OF THE EXPLOSION THREW ME INTO THE SECRET TUNNEL."

KERBOOM

AFTER THE EXPLOSION I SENT THE FLOATER DRONE TO GET ZONERUNNER. WE SEALED THE SECRET TUNNEL AND LEFT.

ENOUGH EXPLANATION. LET'S GET TO THE SURFACE.

I DON'T THINK I'M GOING TO BE MUCH HELP.

YOU HANDLED YOURSELF WELL WHEN THAT MOB CHASED US, ZONERUNNER.*

*SEE LAST EPISODE. – MEGADROID.

NUTZAN BOLT'S HOLED UP ON THE SURFACE. WE'LL GET YOU TO HIM, THEN YOU DO YOUR STUFF.

YOU MEAN LIKE RUN AWAY? BURY MYSELF IN THE SNOW? OFFER MY SERVICES AS A TARGET?

*HA HA!* I'M IMPRESSED, ZONERUNNER. NOT MANY PEOPLE COULD JOKE WHEN THEY WERE ON THEIR WAY TO ALMOST CERTAIN DEATH AT THE HANDS OF A *PSYCHOPATHIC ROBOT.*

EMERGENCY ELEVATOR TO SURFACE

THERE'S SOMETHING YOU SHOULD KNOW, ZONERUNNER. NUTZAN BOLT'S MORE POWERFUL AND DANGEROUS THAN WHEN YOU LAST MET HIM.

HE'S BUILT HIMSELF AN INVULNERABLE NEW BODY OF *LIVING ICE.*

ER... I JUST REMEMBERED SOMETHING IMPORTANT. YOU CARRY ON AND I'LL CATCH UP LATER.

*HA HA!* YOU CRACK ME UP!

NUTZAN BOLT IS IN THAT *ICE CASTLE.* WE WON'T HAVE ANY TROUBLE GETTING TO THE THRONE ROOM. I HAD THE FLOCK CHECK OUT OUR ROUTE EARLIER.

OH DEAR. COULDN'T WE TALK ABOUT OUR PLAN?

WHAT PLAN? WE'LL *IMPROVISE!*

THAT MAKES ME FEEL *SO* MUCH SAFER.

THE THRONE ROOM, DEEP WITHIN THE ICE CASTLE.

SO, YOU'VE BETRAYED ME, SOL FURIC. JUST LIKE A SHEEP TO FOLLOW THE FLOCK. HEH HEH. WHO'S THAT WITH YOU?

YOUR *DOWNFALL* NUTZAN BOLT.

DO YOUR STUFF ZONERUNNER. WE'LL COVER THE DOOR.

WHO'S THAT? I CAN'T SEE ANYTHING WITH THESE ON.

OH GOSH. UM. HELLO MR BOLT.

OH, CRUMBS!

HAAAAA!

YOU'RE HERE AT LAST, ZONERUNNER. HEH HEH. YOU DESTROYED MY LAST BODY BUT MY NEW *LIVING ICE* ONE IS INVINCIBLE. HEH HEH.

SQUIRCH

ER... COULDN'T WE TALK ABOUT THIS?

JUMP, JUMP AS HIGH AS YOU CAN, YOU CAN'T ESCAPE ME I'M *LIVE ICE NUTZAN.* HEH HEH.

BDDAM

KZING

BDDAM

KZING

HEE HEE. *BULLET PROOF!*

YOU CAN'T STOP ME, BUT I CAN STOP *YOU!* HEH HEH.

LEAVE THEM ALONE, YOU BIG *BULLY.*

KZING

KZING

BDDAM

BDDAM

SAB! GET BACK!

*YOUCH!* DID YOU KNOW YOU HAD A HOT HEAD?

SMACK

UH, OH. I'M GLAD SONIC CAN'T SEE ME NOW!

NOW FOR YOU. HEH HEH.

I HAVE ABSOLUTE *CONTROL* OVER THE LIVING ICE. WITHOUT ME IT WOULD *FALL APART*. A BIT LIKE *YOU'RE* ABOUT TO DO. TEE HEE.

ANY LAST WORDS, ZONE-RUNNER?

COULD YOU CALL ME TAILS, NEARLY EVERYONE ELSE DOES, UM, *GULP*, DID.

*NEXT ISSUE: TAIL'S END?*

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**The magic's in the Milky Way.**

# Q Zone

**Q** is for Question.
**Q** is for Query.
**Q** is for Quandary.
Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

For every Boomer who has successfully completed **Sonic and Knuckles**, there are plenty more out there who haven't! So lets see you knuckle down to more games revelations courtesy of David Gibbon!

## SONIC & KNUCKLES Q & A SPECIAL

MEGA DRIVE MD

**Q. I am still having trouble getting past the Flying Battery Zone. Please could you supply some cheats or tips to help me?**
Ian Boddy, Easingwold, York.

A. Your wish is my command, Ian. The Flying Battery Zone is not that difficult a level if you know what you're doing. Although this level was covered in depth in our **Sonic & Knuckles Q Zone Special** (*STC* 43 & 44), I can give you a few extra tips on getting past the difficult bits.

### FLYING BATTERY ZONE - ACT ONE

1. Once you get past the propeller section, you may become stuck. The idea is to go right, down, then left and jump over the Power Skis. Continue left and you'll be heading the right way.

2. When you reach a part which has parachuting bombs, you may find yourself stuck again. Just wait here until a hole appears in the ground and drop down to continue.

**Q. I am well and truly stuck on *Sonic & Knuckles*. Please print a level select cheat as well as some Game Genie codes in your fab comic.**
Terry Butler, Glam, South Wales,
Liam Devine, Ayr, Scotland,
Allison Hedley, Tyne & Wear,
Matthew Leggett, Colchester,
Matthew Thistlethwaite, Carnforth,

Lancs, and everybody else!

A. We've had lots of requests for a level select cheat and Game Genie codes, but unfortunately not all have come to light. But don't worry Boomers, as soon as they do the Q Zone will keep you posted.

**Q. In *STC* 44's *Sonic & Knuckles Special*, I noticed that you didn't explain how to get past the second boss in Act 2 of the Lava Reef Zone. Please save my sanity and tell me how this is done!**
Ben Duncan, Wickford, Essex, Daniel Thorpe, Norwich, Norfolk, and Shane Dowle, Herne Bay, Kent.

A. Oops-a-daisy! Many apologies, Boomers. I'll put your minds at ease right now with the solution to this boss-beating problem!

## LAVA REEF BOSS - ACT TWO

When you reach the boss, jump across the lava and onto the right platform. Keep running right until you reach the lava waterfall as many of the platforms will collapse if you stand still for too long. Once there, jump onto the first moving platform and repeat this until you reach the third. Now, jump right and you'll fall down and land on a dead platform. From here, head left jumping onto more non-moving platforms. When you reach the last, jump left onto a moving platform. This will carry you down to the bottom of the waterfall, where Robotnik will enter and the real battle begins!

As soon as the platform starts to move into Robotnik, jump from platform-to-platform. Do this slowly and accurately and you'll have no worries about landing in the lava or being hit by one of Robotnik's bombs. When the land levels out, stand on the platform closest to Robotnik and repeat all the aforementioned steps. By doing this you'll eventually destroy him - for the time being at least!

**Q. After reading the instruction manual to *Sonic & Knuckles*, I noticed that it mentioned an extra level called the Doomsday Zone. Why was it not shown in the Q Zone special?**
Jack Montgomery, Edinburgh, Scotland.

A. There is a Doomsday Zone in **Sonic & Knuckles** Jack, but it's extremely difficult to get to. Firstly, you need to plug **Sonic 3** into **S & K**. Then you need to complete **Sonic 3** with all the emeralds, and thirdly get through **S & K** (with all the emeralds) to finally reach the Doomsday Zone. A very tall order indeed!

If there are any super-Sonic-genius-type Boomers out there who have reached the Doomsday Zone then please write in (with proof, of course!) as we would really like to see your dazzling efforts!

**Q. I read the review of *Sonic & Knuckles* and you said that there is no save game option. However, I have found a way of doing this:-**

**First, place *Sonic 3* into *S & K*, complete the game and you'll start to play S & K. You'll get the opportunity to use a save game option. Shows how much the experts know!**
Adam Robinson, c/o Sgts Mess, R.A.F. Laarbruch.

A. All right, clever clogs! You may have found a way of saving your position in the game, but what I say still stands. There is no save option in **S & K**.

If your query hasn't been included in this issue, don't worry, I'm sure there'll be more **S & K** in a future Q & A. Stay tuned!

The END

# DANGER!

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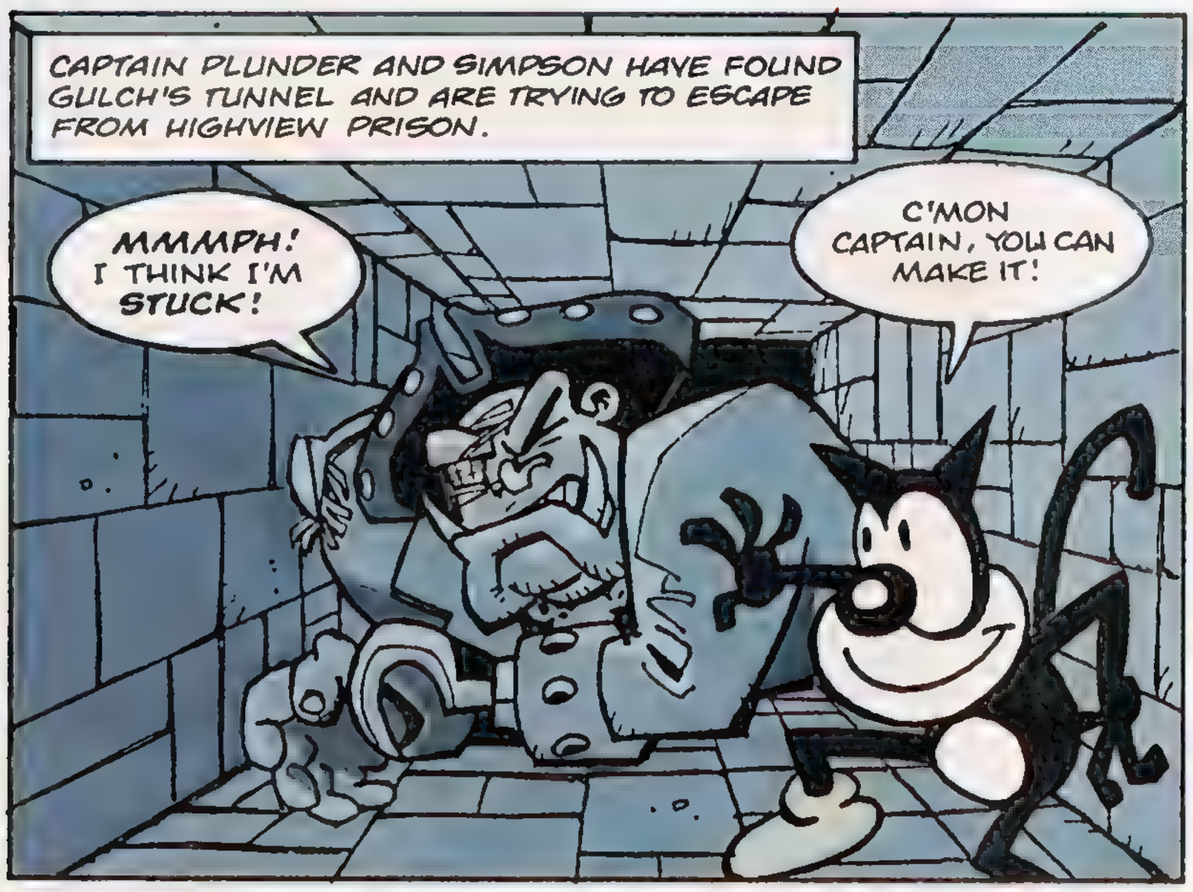
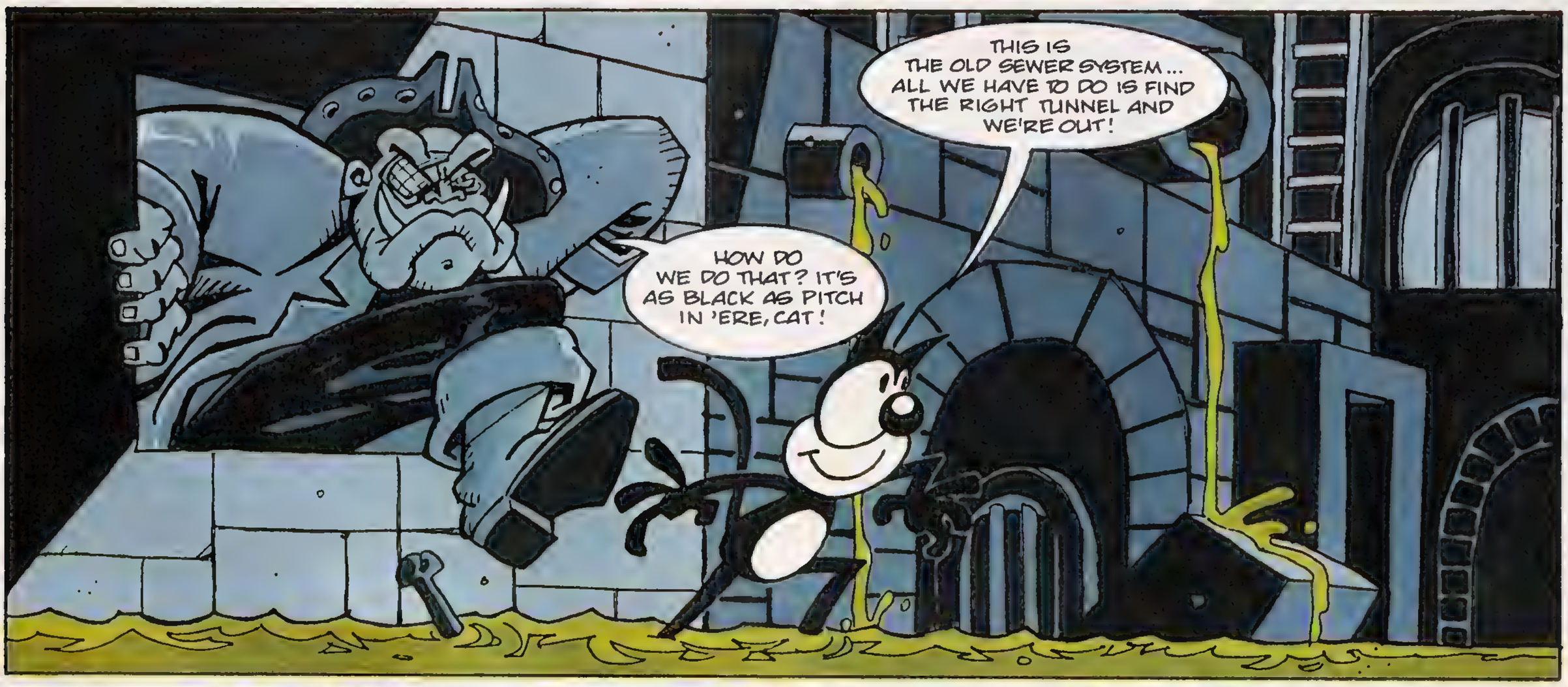
# CAPTAIN Plunder & HIS SKY PIRATES!

PART 1


CAPTAIN PLUNDER AND SIMPSON HAVE FOUND GULCH'S TUNNEL AND ARE TRYING TO ESCAPE FROM HIGHVIEW PRISON.
MMMPH! I THINK I'M STUCK!
C'MON CAPTAIN, YOU CAN MAKE IT!


THIS IS THE OLD SEWER SYSTEM... ALL WE HAVE TO DO IS FIND THE RIGHT TUNNEL AND WE'RE OUT!
HOW DO WE DO THAT? IT'S AS BLACK AS PITCH IN 'ERE, CAT!

RIGHT SIMPSON, WHICH OF THEM THERE TUNNELS TAKES US OUT?

I WAS AFRAID YOU WERE GOING TO ASK ME THAT!

A LIGHT! AN I HEAR VOICES!

QUICK, BUFFOON...SOMEONE BE COMING, PUT OUT THAT LIGHT!

NO PROBS!

GULP!

I SAID PUT OUT THAT LIGHT!

DOOF!

TINKLE!

THANKS...

KEEP IT *BUTTONED*, SIMPSON! IT'S TOO DARK TO SEE WHO THOSE BLOKES ARE, BUT THEY LOOK LIKE A *SCURVY BUNCH* TO ME!

THIS BE THE ONE MATES! IT TAKES US STRAIGHT INTO THE DUNGEONS, GO IT DO!

FOLLOW ME, LADS!

THEY COME BY *THIS* TUNNEL SO IT *MUST* BE THE ONE WE IS WANTIN'!

I KNEW THAT!

CAPTAIN PLUNDER'S DARING ESCAPE IS THE BIG STORY THE NEXT DAY...

**Mobian Times**

**Captain Plunder Escapes!**

**Mobian Mail**

NEWS

Daring Escape From Highview Corrective Centre!

**METROPOLIS ZONE NEWS**

**Still No Sign Of Escaped Pirate!**

**the Möbe**

**Sonic the Hedgehog Ate My Hamster!**

TWO DAYS LATER, AT CAPTAIN PLUNDER'S MYSTIC CAVE HIDEAWAY...

THIS BE BAFFLING, AN' NO MISTAKE!

ALL THE STOLEN BOOTY IS STILL SAFELY TUCKED AWAY BUT THERE BE NOT ONE OF MY CREW TO BE FOUND!

CAP'N! I'VE FOUND EE AT LAST!

WHAT? WHO'S THERE?

IT'S ME, CAP'N!

FILCH! WHERE'S THE REST OF ME CREW, YOU CUR?

ALL CAPTURED, CAP'N! ARRESTED WHILE TRYING TO RESCUE YOU AS A MATTER OF FACT!

SO HOW COME EE ESCAPED?

IT'S LIKE I KEEP TELLING EE CAP'N, I'M A GHOST ...I JUST WALKED THROUGH THE WALL!

THEY CAN'T DO THAT TO MY CREW! I WON'T STAND FOR IT! WE'LL RESCUE 'EM!

THEN YOU CAN SHARE OUT THE BOOTY THEY HELPED YOU STEAL, RIGHT CAPTAIN?

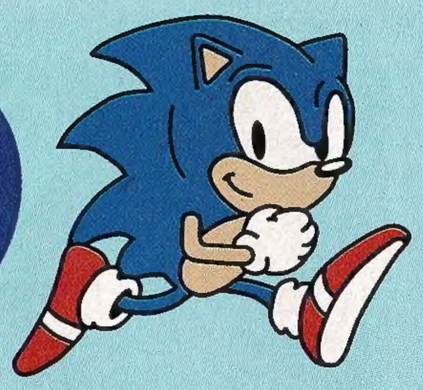
Y'KNOW THEY WERE A PRETTY HOPELESS CREW... I NEVER DID LIKE 'EM MUCH NOW I THINK ON IT.

COME ON MATES, IT'S TIME I FOUND ME A NEW CREW!

PLANET MOBIUS HASN'T HEARD THE LAST OF CAPTAIN PLUNDER!

NOR HAS STC! CAPTAIN PLUNDER WILL BE BACK SOON!

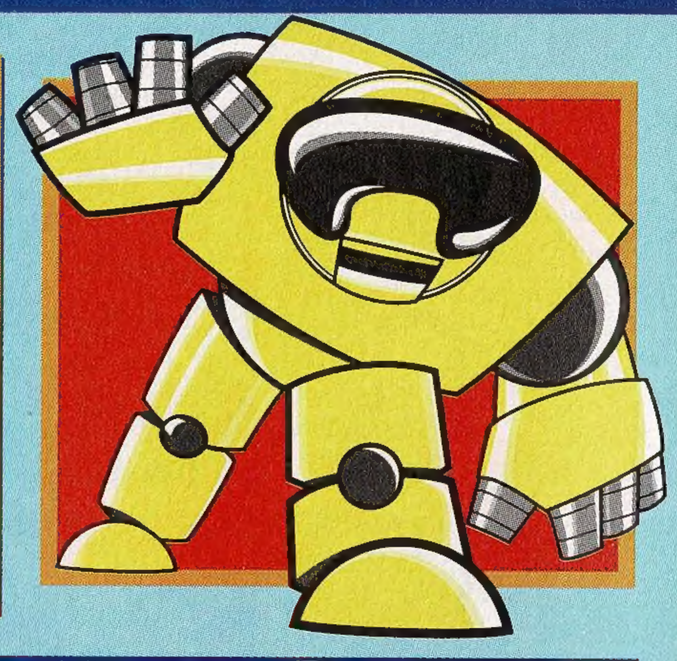
# SPEEDLINES

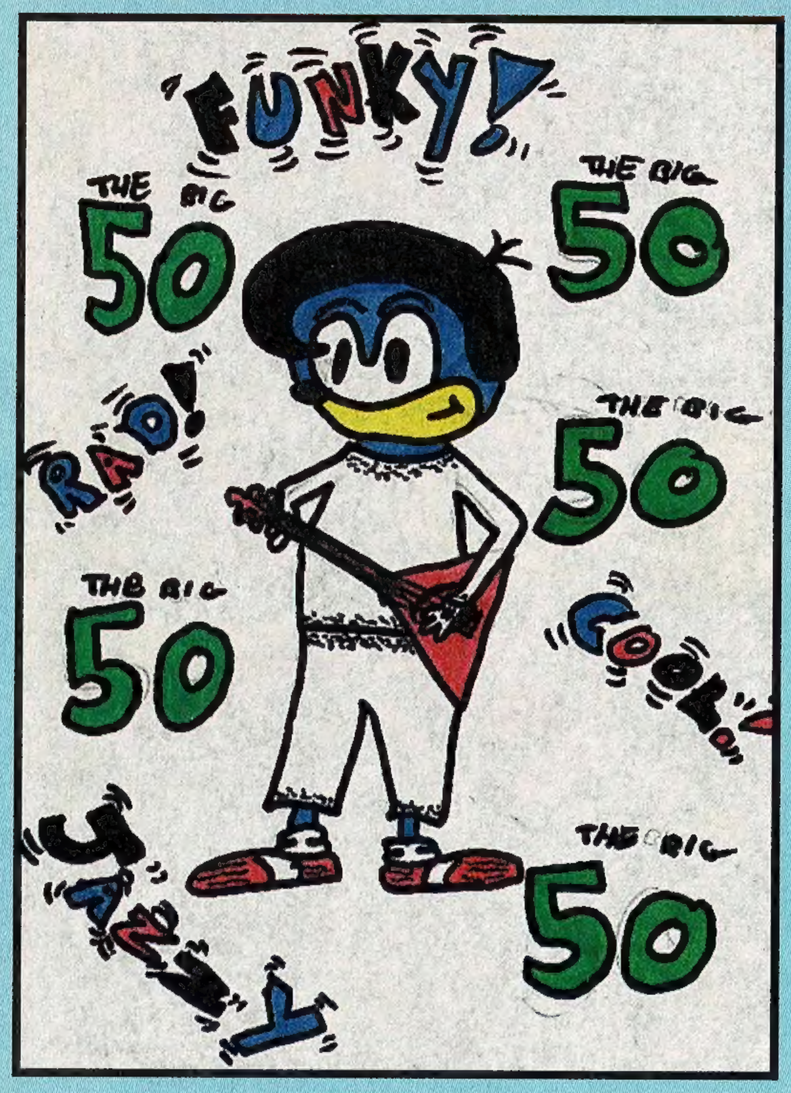


Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

**Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.**

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.






Simon Hilliard, Hythe, Southampton.
Sonic Water Fun Game Winner.

## Jollie Ollie!

Dear Megadroid,

The Datastrip at the back of each issue is stupid! *STC* collectors like me, are unlikely to cut their issues up, so why don't you have a pull-out section in the middle of the comic?

**Oliver Birley, Exeter, Devon.**
**MD/MS owner.**
**Sonic Water Fun Game Winner.**

*Some avid STC collectors take a photocopy of each Datastrip, fill in the details and then send it in. Problem solved, Ollie.*

## Drew a Blank!

Dear *STC*,

During my holiday in England I noticed that the Sega Activator is not available for sale; it's a circle that you stand in and any movements made are mimicked by a player on screen. However, one thing I took back with me to America which impressed all my pals was a copy of *Sonic The Comic*.

**Drew Aldridge, Lexington Park, Maryland, U.S.A.**
**Sonic Water Fun Game Winner.**

*Yes, I too find it frustrating living in a backward backwater but, as you say, at least it's ahead of the times when it comes to a good jolly read!*

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

## Funky Droid!

Jamie Dickie, Renfrewshire, Scotland. MD owner.
Sonic Water Fun Game Winner.

## Super Sonnet!

Dear Megadroid

I would like to thank you for the free Valentine's card on *STC* 45. I gave it to a girl in my class called Sammy who liked it so much she agreed to go out with me. I couldn't have done it without you!

**Anthony Mark Foran, Enfield, Middlesex. MD owner.**
**Sonic Water Fun Game Winner.**

*Who needs Megacilla when you can have lorra, lorra dates with STC!*

## Get in Print + Win a Prize!

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GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

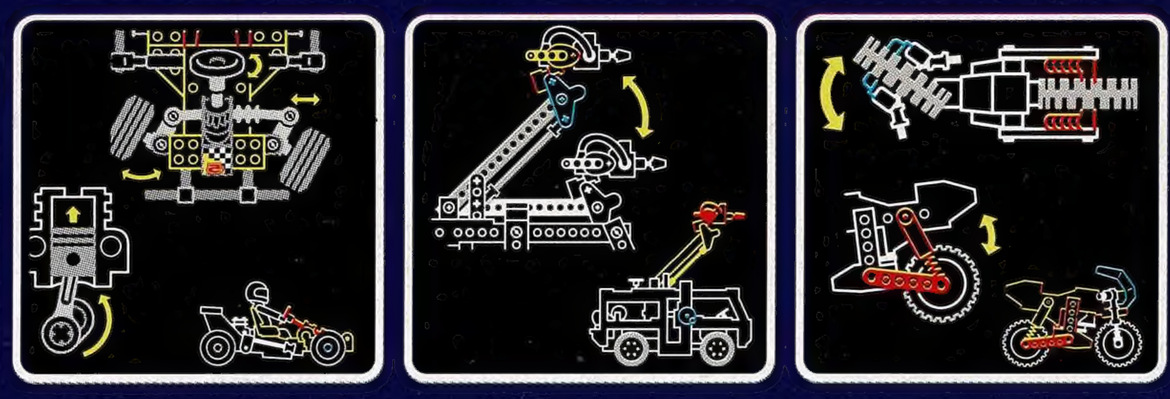
2.....

3.....

HOW DO YOU RATE ISSUE 50 OF STC?

☐ %

# Gears in the making!



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